Well, I know that, but WCHAR is not available at interface level if I want to achieve my goal.
Anyway, in windows.h we have "typedef wchar_t WCHAR" and this is very unlikely to change.
Such aggressive assumptions are needed, like replacing HANDLE with void*. Their number is
quite limited though,and I think I had to replace about 5 different types with their underlying type.

Anyway, I'm down to my last two headers. Win32Util is easy, but Path is hard.

Other elements that are giving me a little trouble are the two .dli. Why was the .dli mechanism
used here. The functions seem complicatedly normal Win32 functions which where available
already. Is is for the structured call mechanism supplied by .dli or is there another reason?

Also, BLITZ is giving me funny issues. After an hour (or whatever the threshold is) has passed
since last edit, I suddenlly get duplicate definition errors). It's actually easy to correct something
like this,and even to not make them in the first place, but I'm not used to be on the lookout for
them.